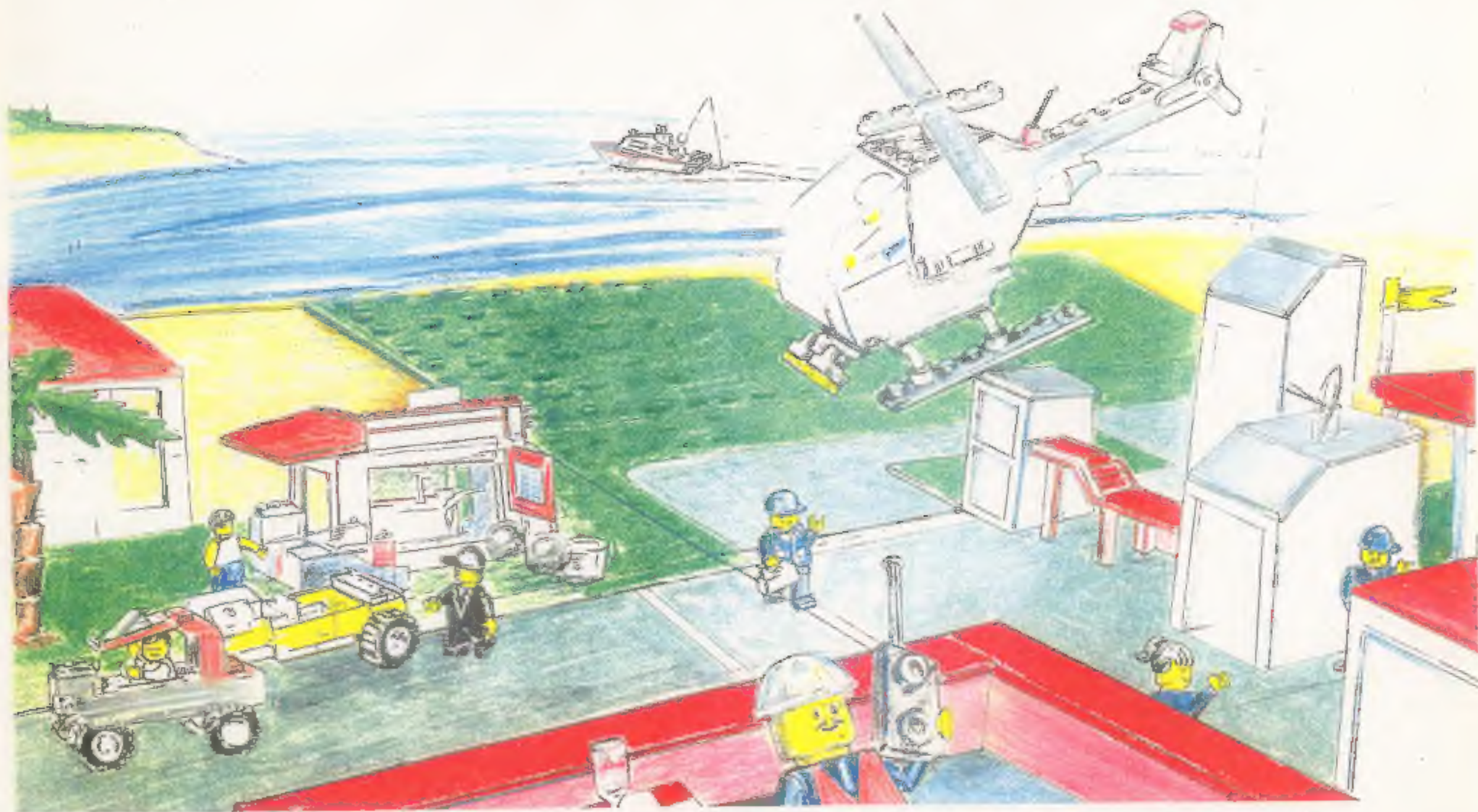






LOCATION	PEOPLE	VEHICLES	MAIN FEATURES	MISC. HOTSPOTS	ETC.
PARK  Minor Location	Minor Characters: Citizens at large	Bicycles	WALL OF FAME (fireworks control)		

THE TOWN MISC.

Traffic Lights/signs

Several Vista Points Telescopes

Minor Characters (a reporter with camera and microphone),(several "you design " characters)

Cats, Dogs, Parrots, fish (including shark)

VEHICLES:

all vehicles have: speed and direction controls, a directional map screen (you are here), (computer video phone), a glove compartment (contents change), exit door, a horn.

- 1) Standard automobile
- 2) Formula One Race Car
- 3) Motorcycle
- 4) Bicycle
- 5) Skateboard
- 6) Jetski
- 7) ambulance
- 8) tow truck
- 9) HELICOPTER



THE RACE TRACK



There is only one road that leads to the race track. You can walk there, bike there, drive there but there's really only one entrance. A gate blocks your entrance to the bleachers and the path to the pit stop. You select the gate and it rises (it glows at first prompting you to select it). The selection triggers the revving up of Studz Linkin's champion Formula One car visible at the starting line. An animation of an incidental character in car #2 pulls up to the starting line from the pit stop. An announcement over the P.A. system is heard over the restlessness of the spectators in the stands. "Ladies and Gentlemen, start your engines please." The crowd roars. You move forward. The Infomaniac appears. He approaches and tells you that "There's a seat reserved just for you (He points to the bleachers and a seat glows) or if you're game; you can build your own race car and enter the next race." (he points over to the pit stop as an unidentified racer (in helmet) grabs the Turbochucker off the tool rack and fires it which opens a door. He enters and the door closes behind him. You decide whether to sit and watch the races or approach the build GUI to build your own car, or select on studz or simply move on. If you build your own car (see Build GUI) or select on a pre-fab car, you find yourself at the starting line...wait for the lights and GO!

Navigation: real time w/mouse controls (see GUI vehicle controls)

During the race, there are ambient animations to be seen.

Crashes? Minor: drive to pit stop for repairs.

Major: Tow truck shows up and carts pieces away. Ambulance shows up and carts you away for repairs.

Winner circle: if you win and/or after the race there is an animation of the awards ceremony. The winners name appears on the big screen and the winner is presented with a trophy during the thunderous applause.

Select T.V. screen 7 appears. Once selected, will fill 1/4 screen with TV images of Town News



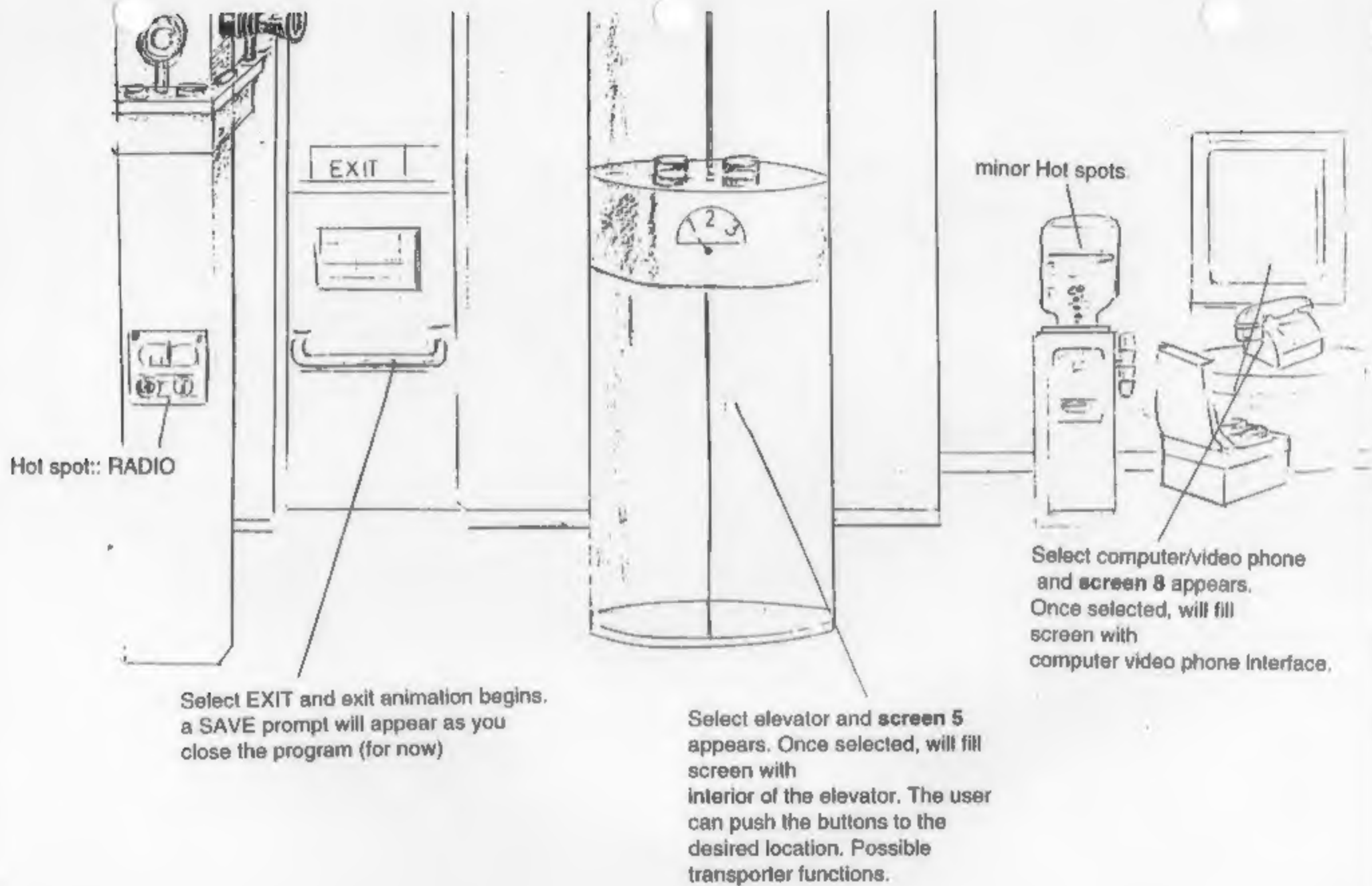
Select Map and screen 3 appears. Once selected, will fill the screen with the map. Select icons on map to find out about location. Select compass to rotate island.

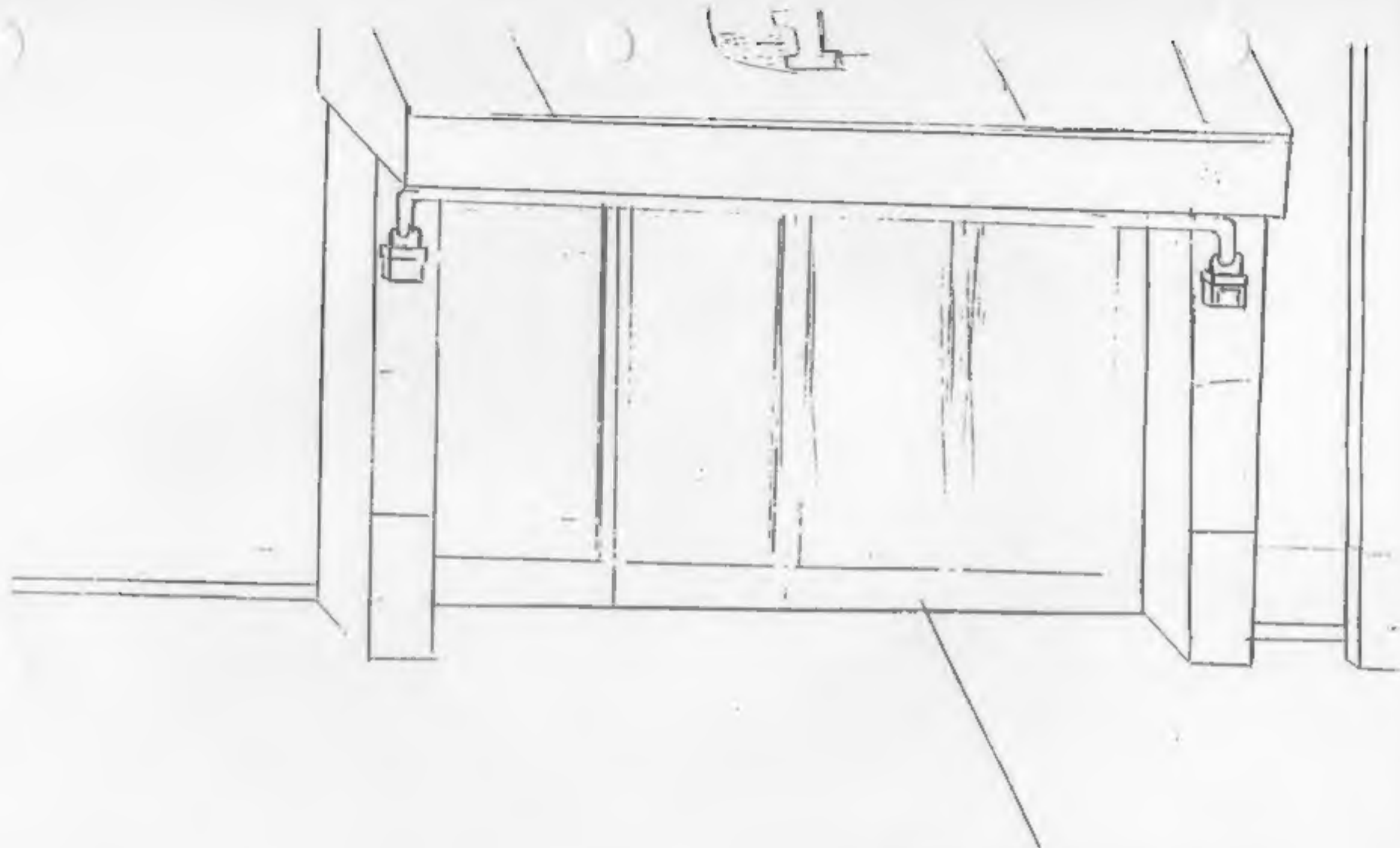
Select Registration book and screen 2 appears. Once selected, will fill the screen with the book. User enters name and pertinent information including language

Select photo and screen 4 appears. Once selected, will fill 1/4 screen with bio info. and demo (movie) of characters selected.

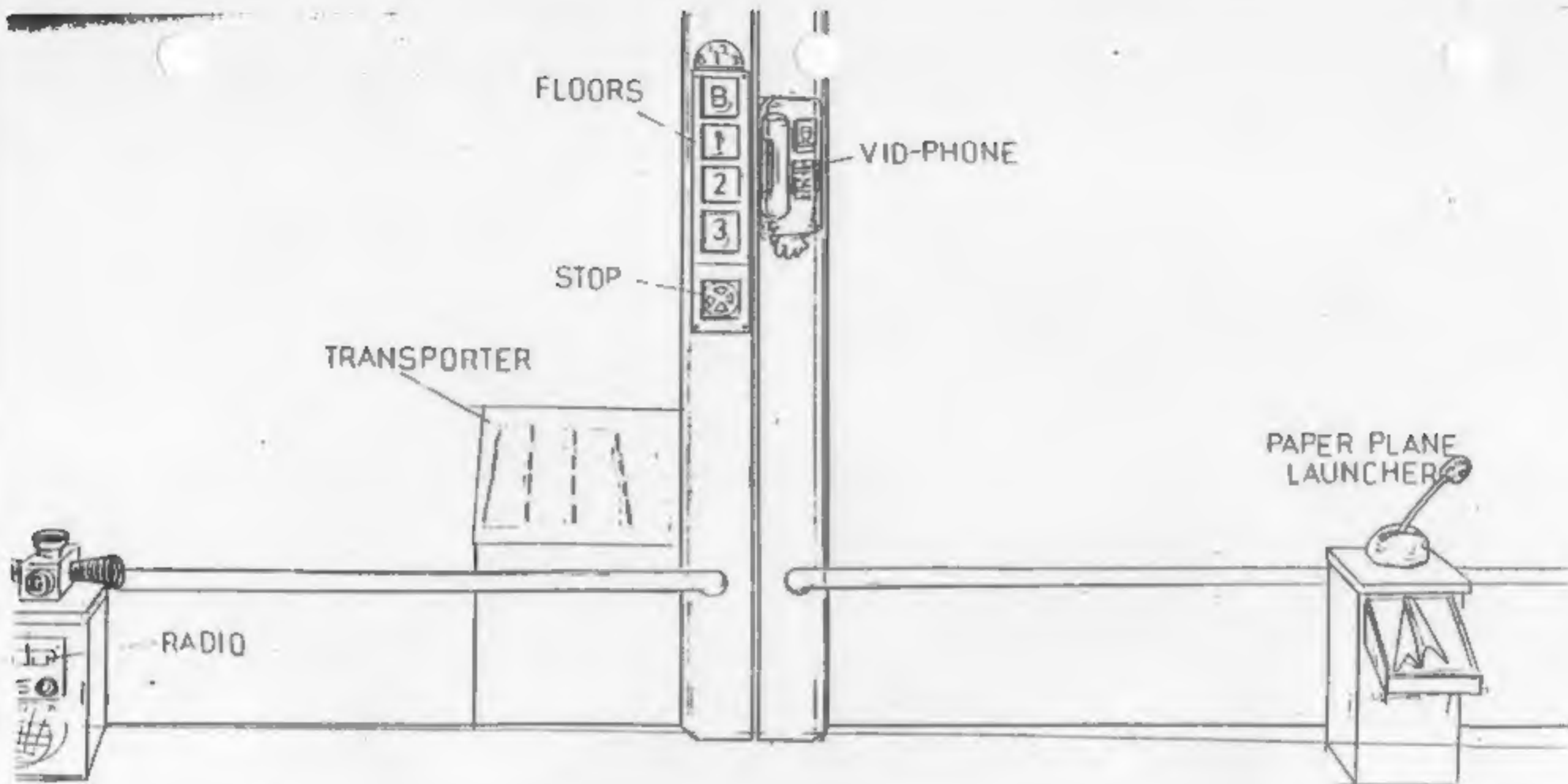
Select book and screen 1A appears. Once selected, will allow user to change preferences (640 x 480, etc.)

minor Hot spot: lights



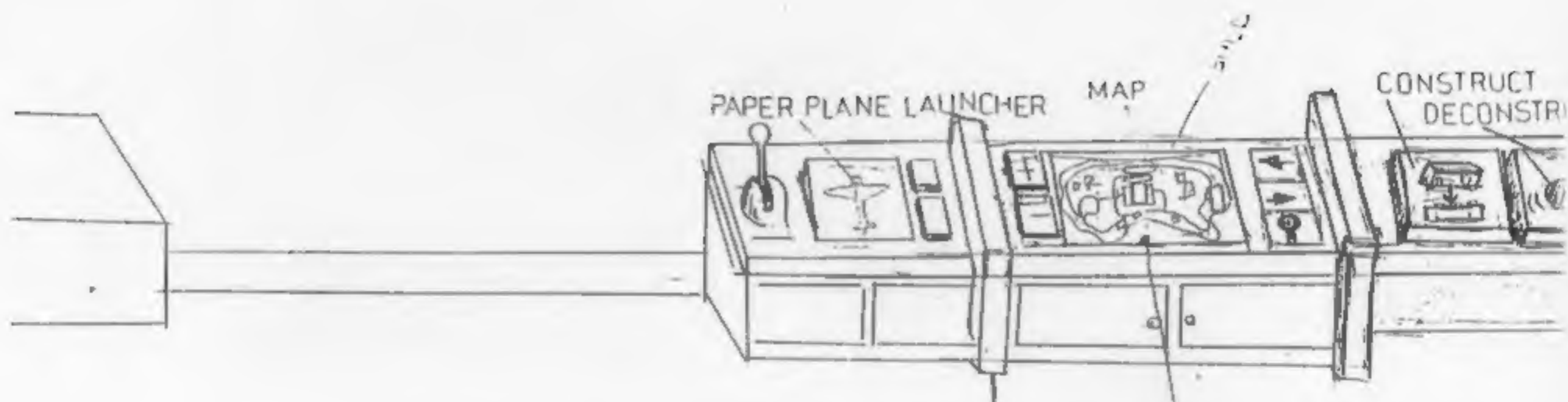


Select door(s) and screen 6 appears.
Once selected, will trigger animations, gags
or if the correct door is selected, allow
the user to step outside



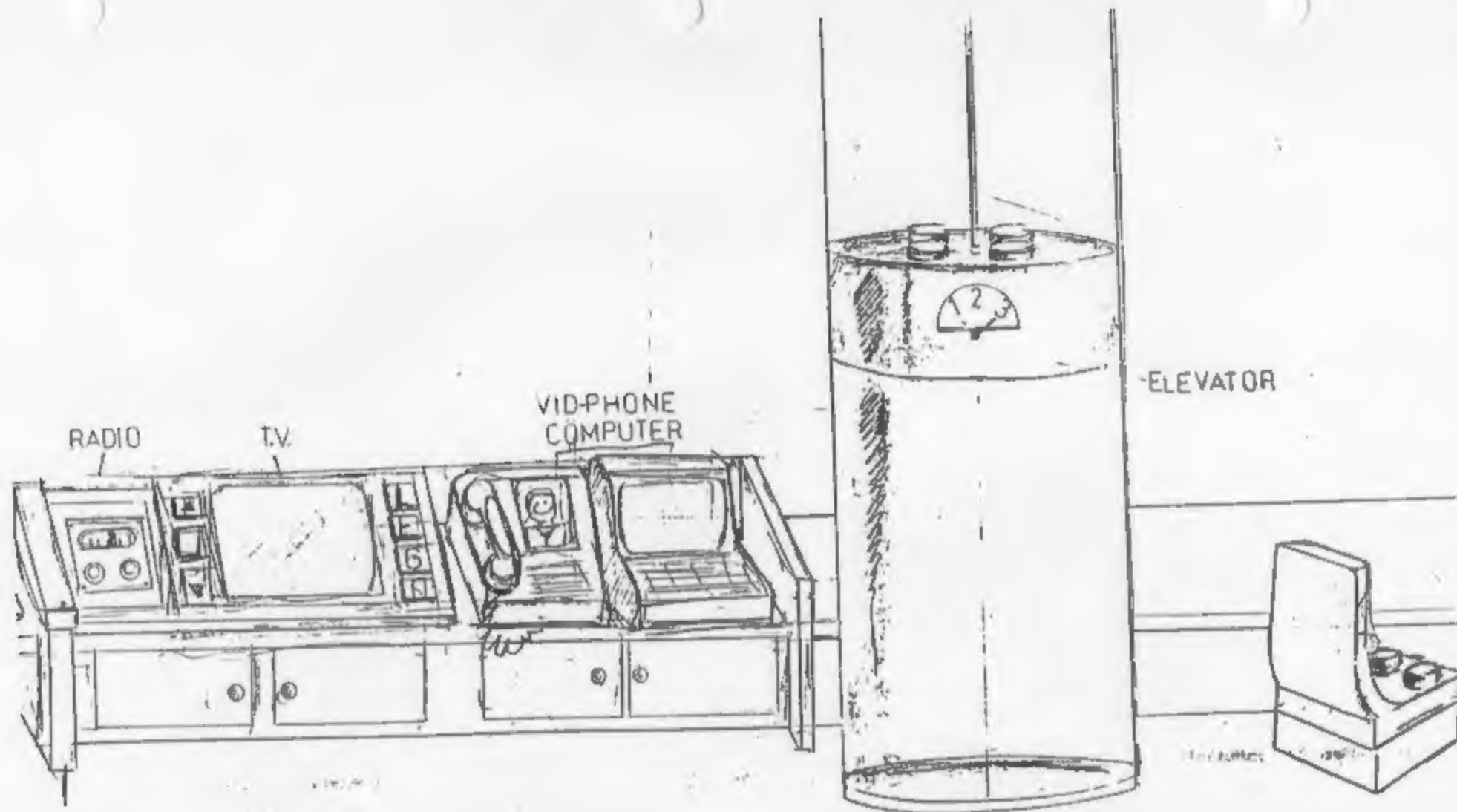
50/

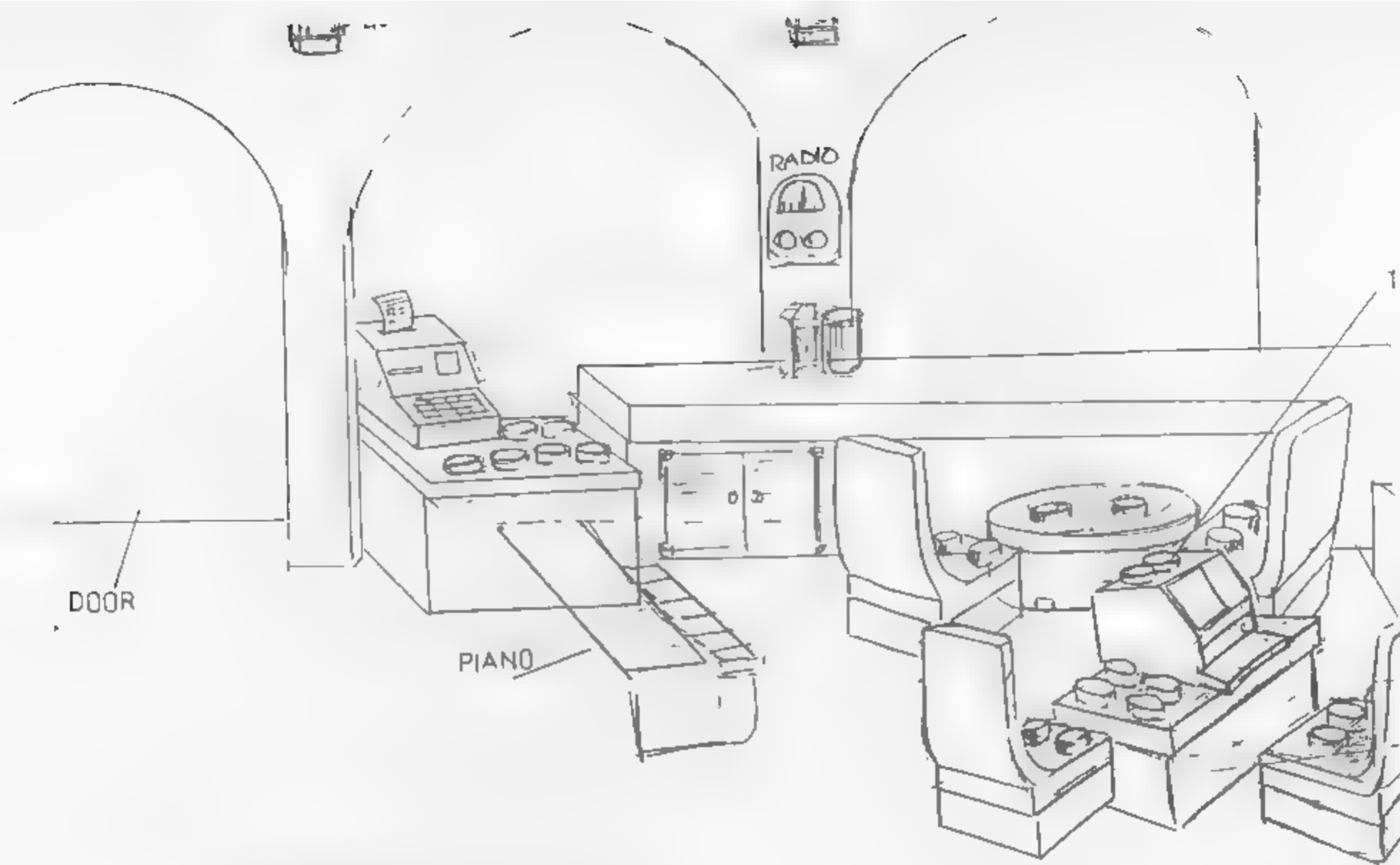
INFORMATION CENTER ELEVATOR / SCREEN 5



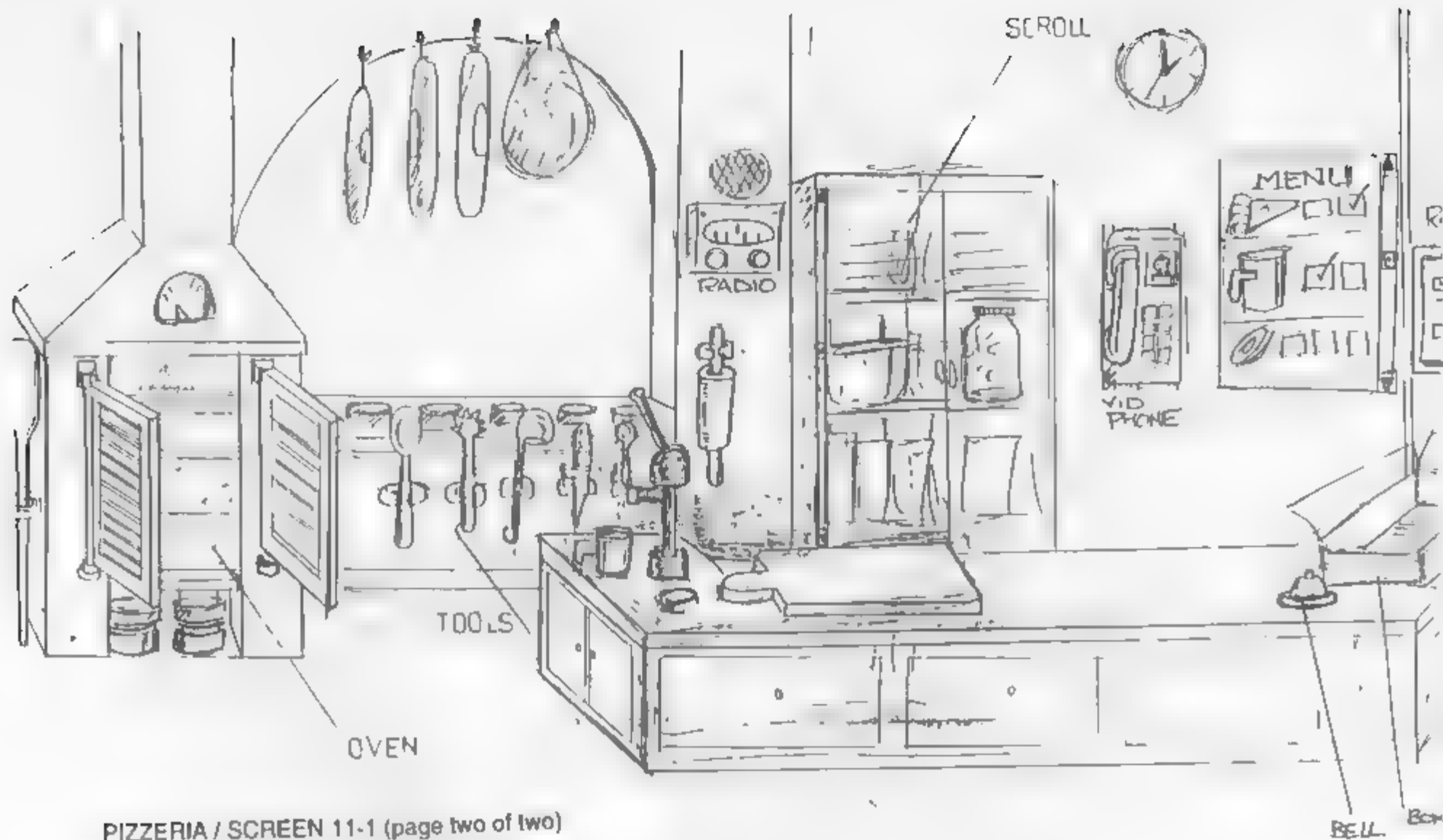
INFORMATION CENTER OBSERVATION DECK / SCREEN 10

Select MAP brings MAP screen up.
Click on residential area: zoom in
click again select site.
Choose icons for build, etc.

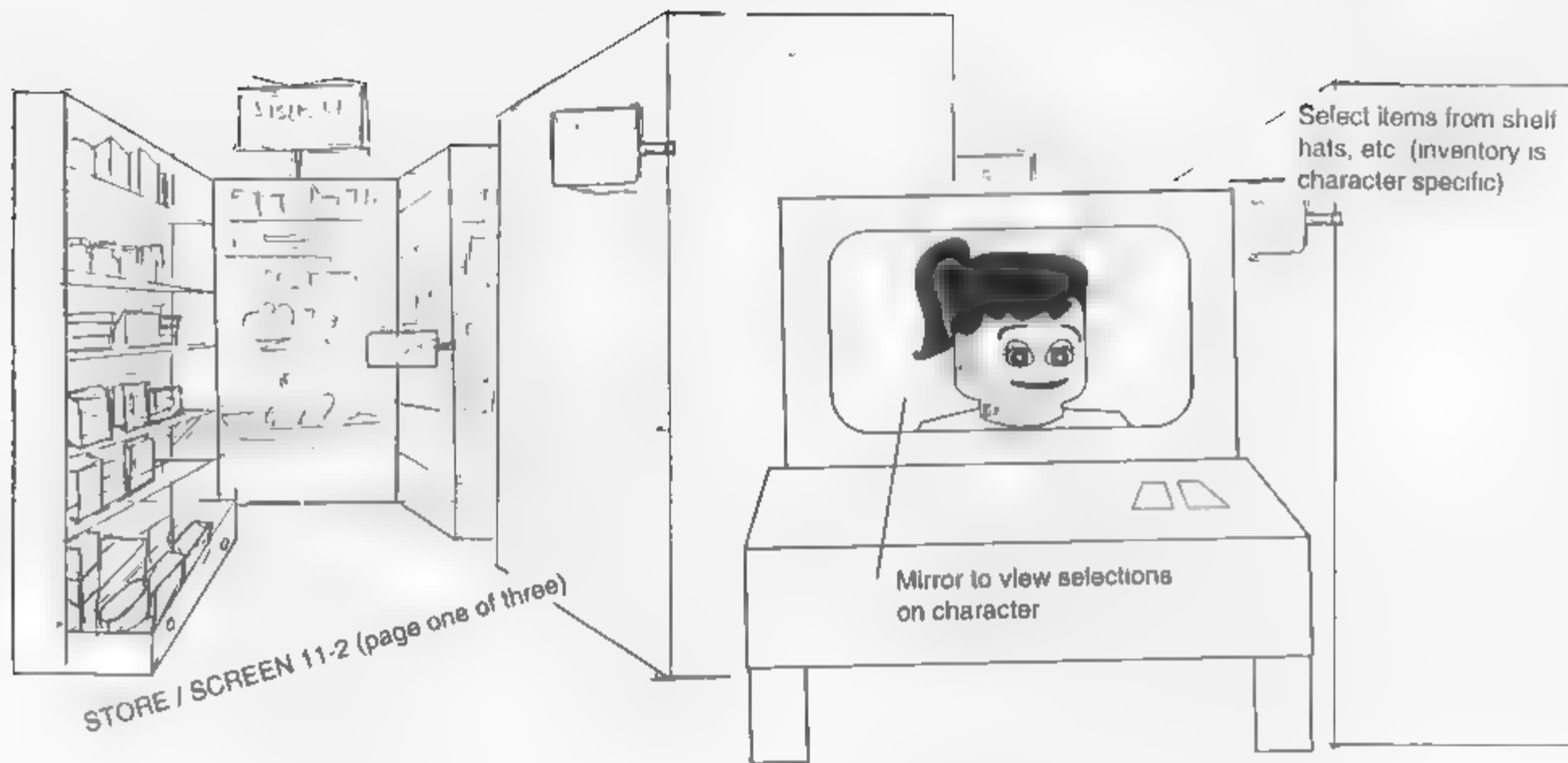


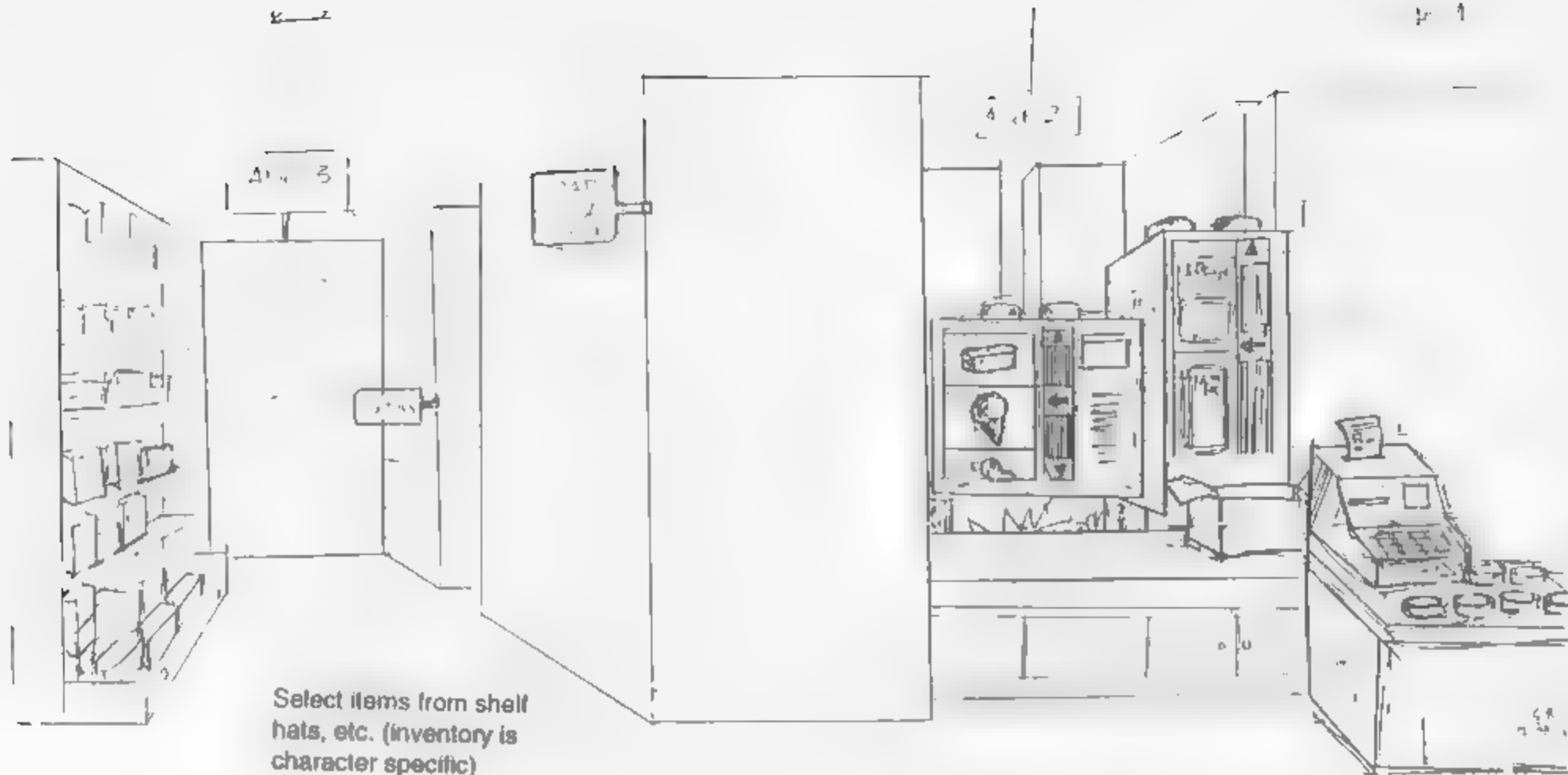


PIZZERIA / SCREEN 11-1 (page one of two)

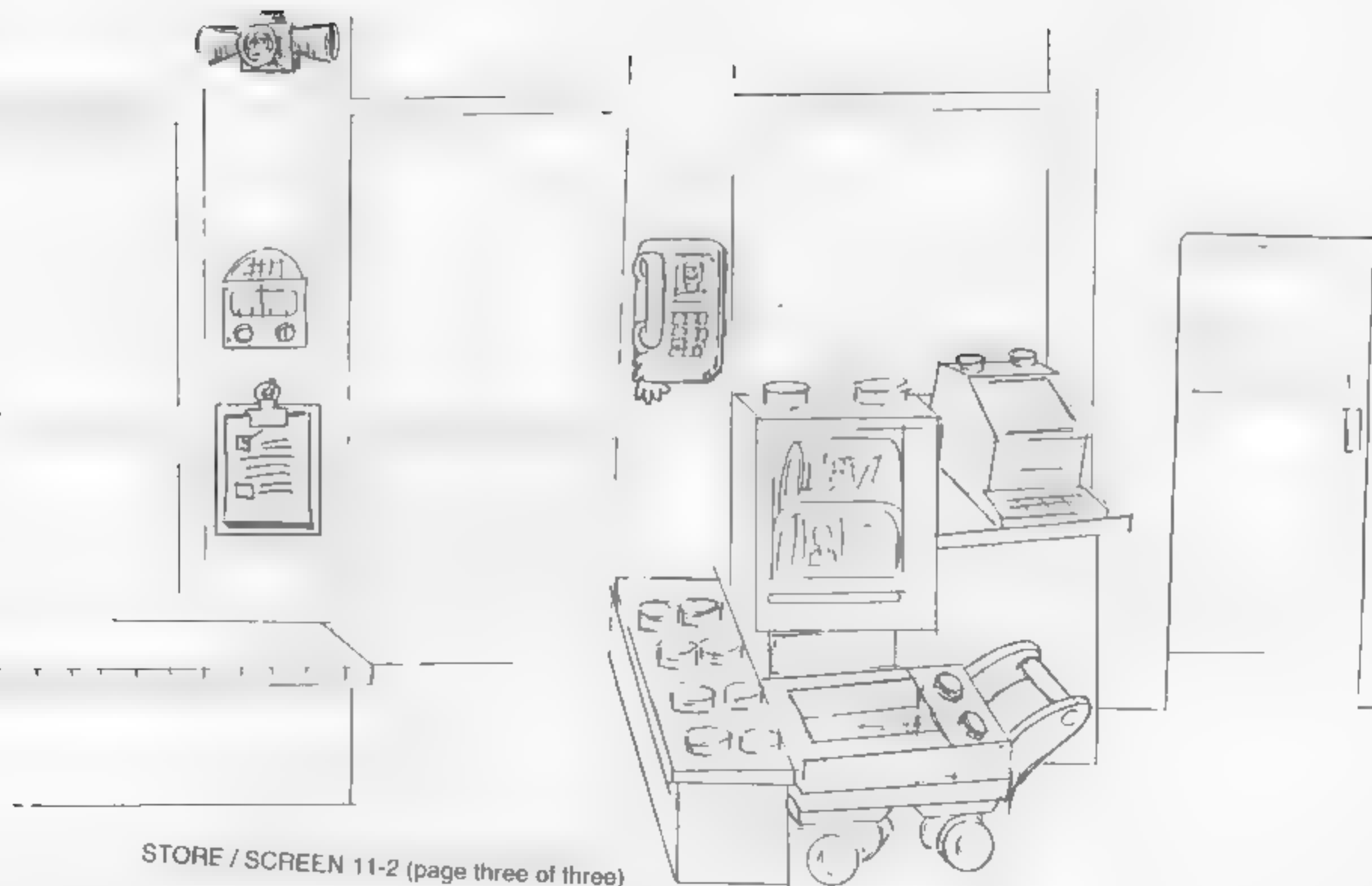


PIZZERIA / SCREEN 11-1 (page two of two)

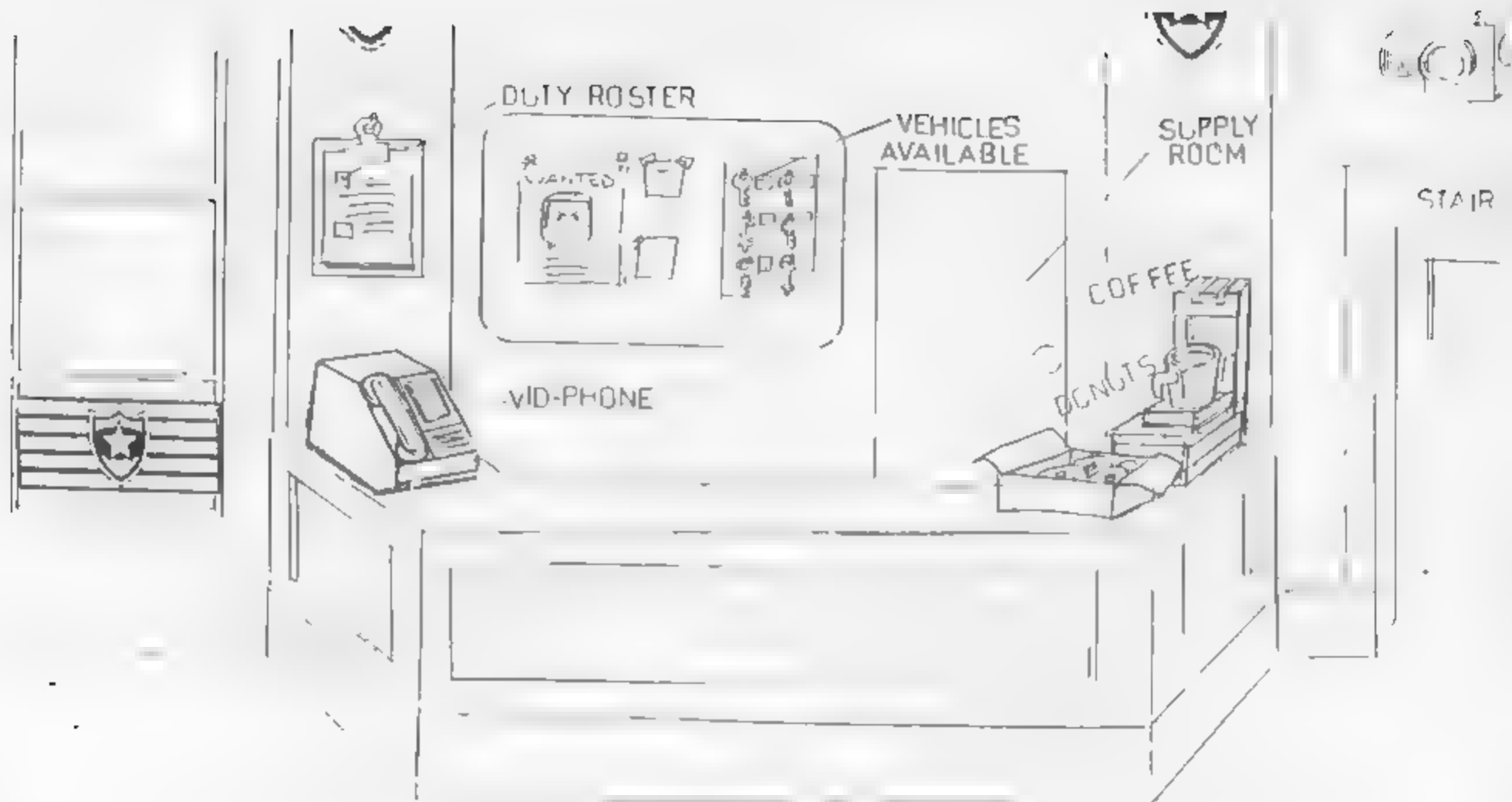




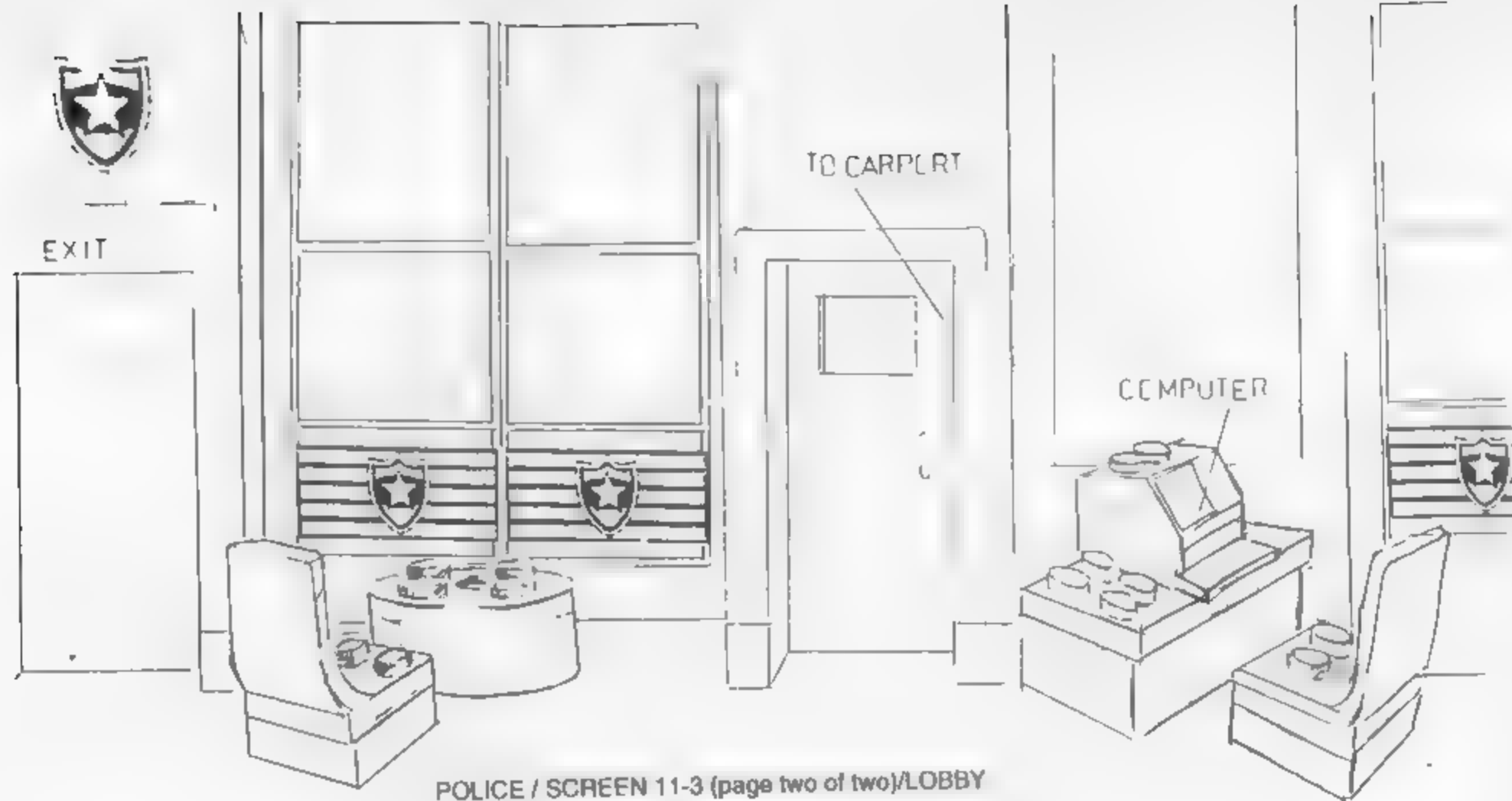
STORE / SCREEN 11-2 (page two of three)



STORE / SCREEN 11-2 (page three of three)

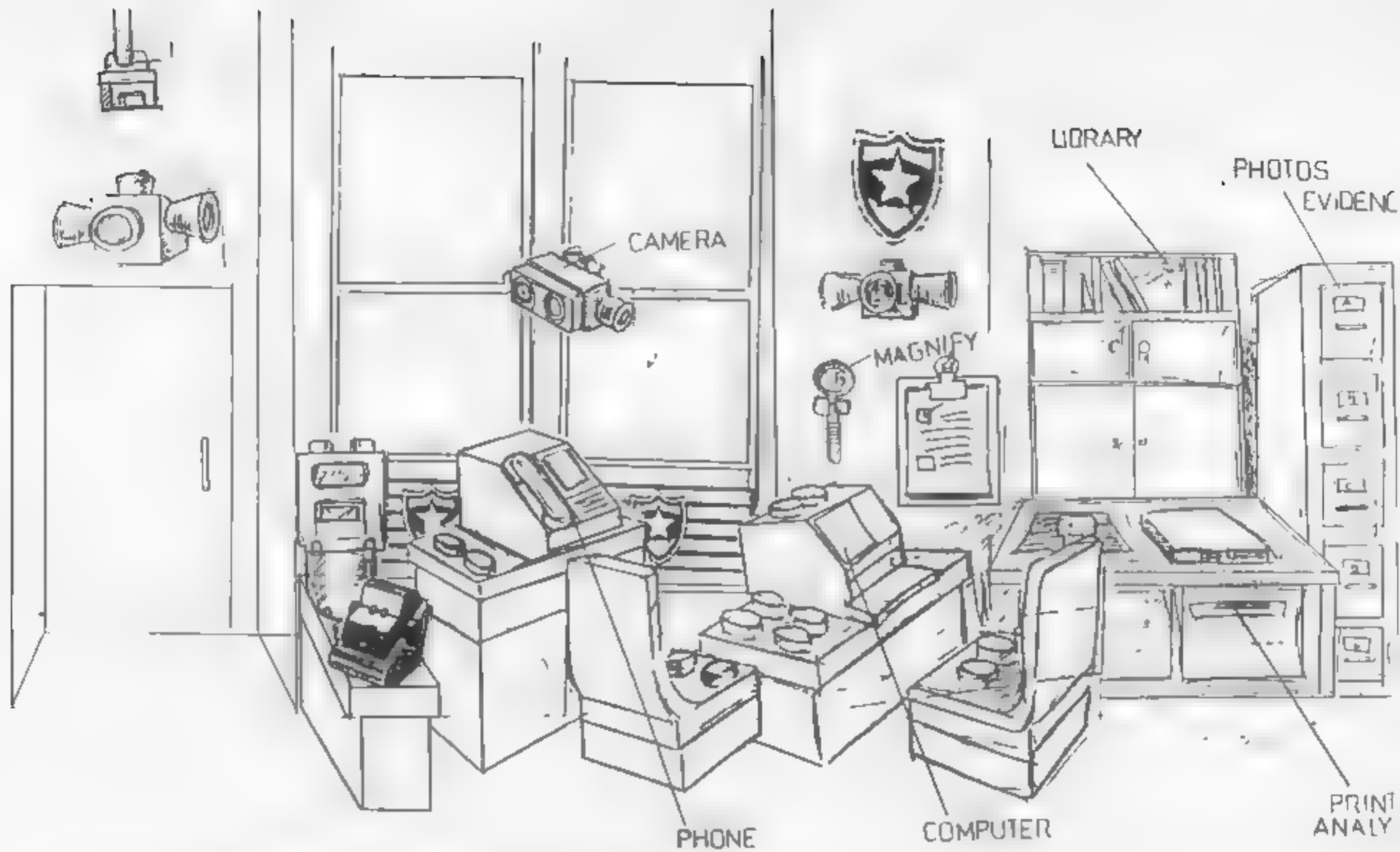


POLICE / SCREEN 11-3 (page one of two)/LOBBY



POLICE / SCREEN 11-3 (page two of two)/LOBBY

POLICE



POLICE / SCREEN11- 3 (page one of two)/LAB/second floor



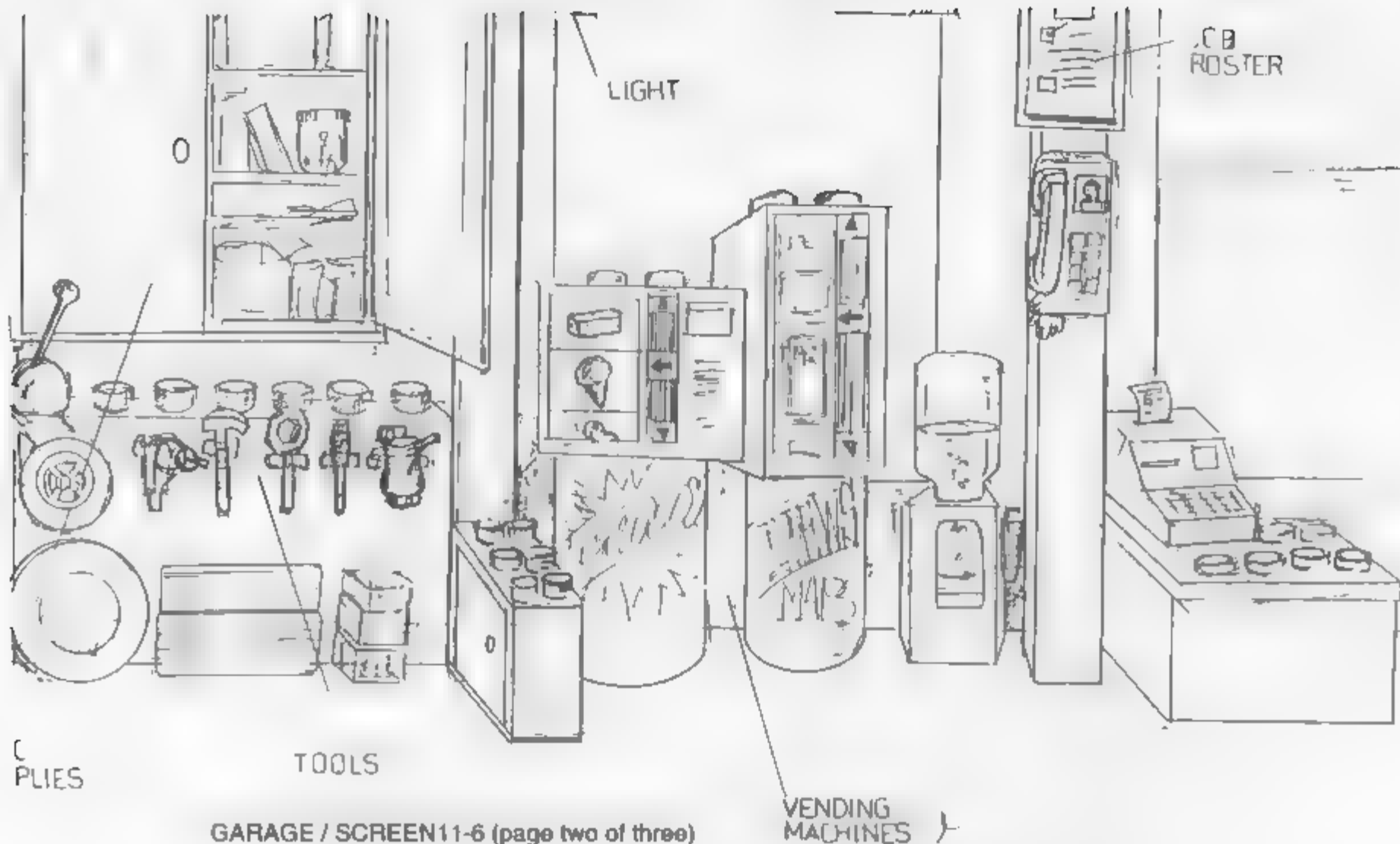
POLICE / SCREEN 11-3 / DISPATCH / 3rd floor

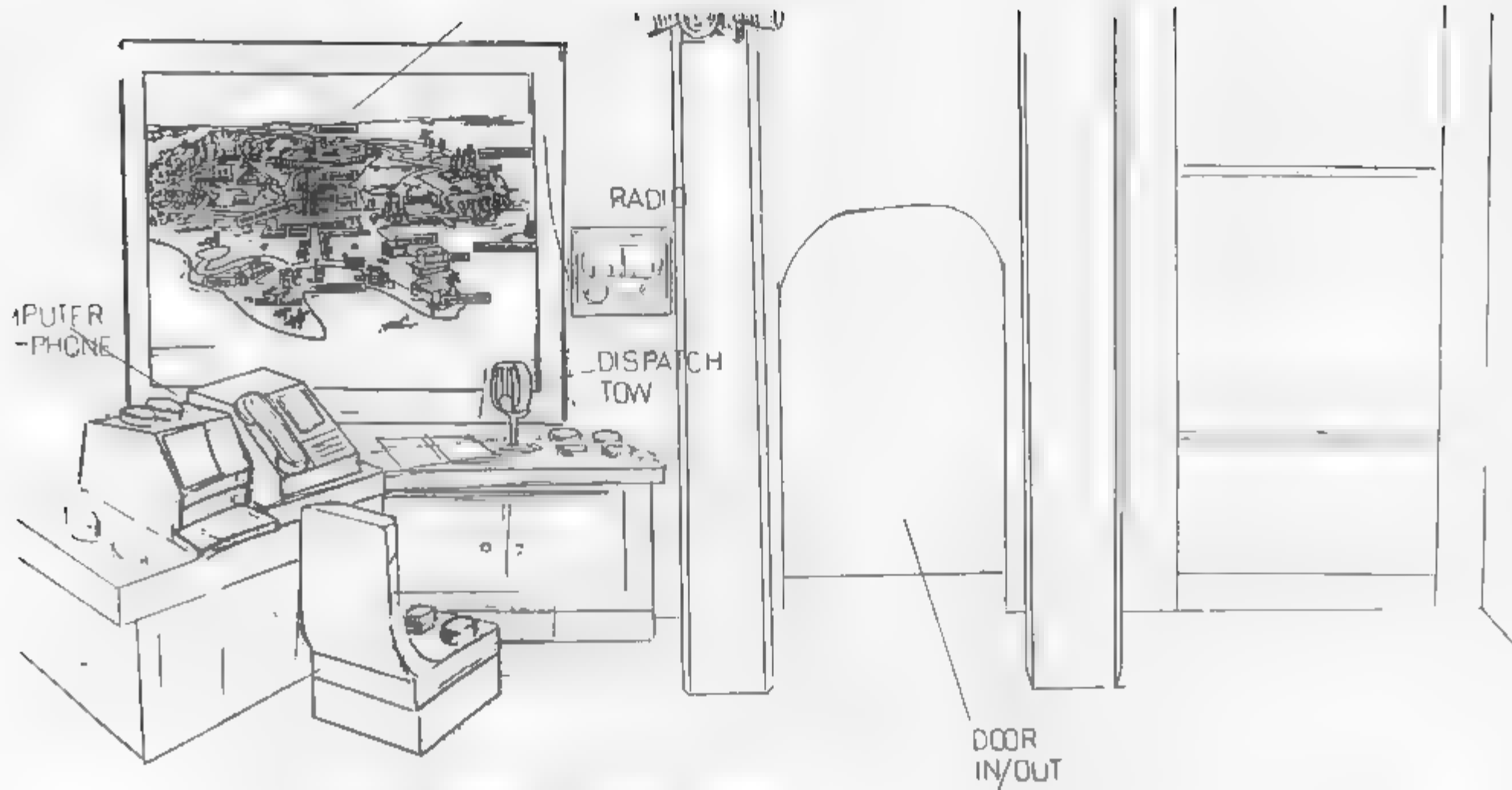
Modify build and ultimate helicopter build takes place here. Revolving shelves. Different doors for different vehicles: CAR, jetski, helicopter. Shelves have shadow of missing brick the floor when vehicle is selected displays blueprint shadow. A display monitor offers completed view... and there's always the computer

DOOR

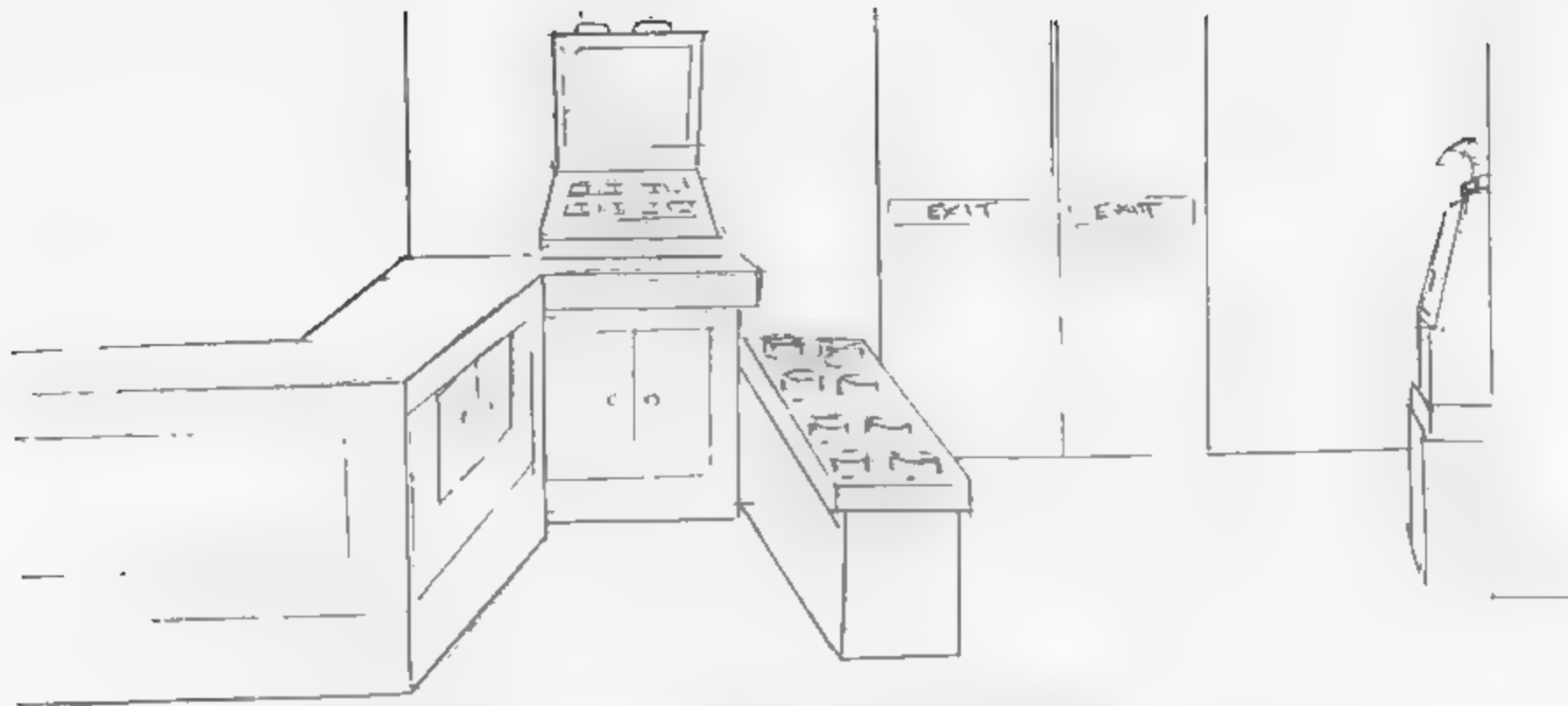
SCROLL
CHOICE

GARAGE / SCREEN11-6 (page one of three)

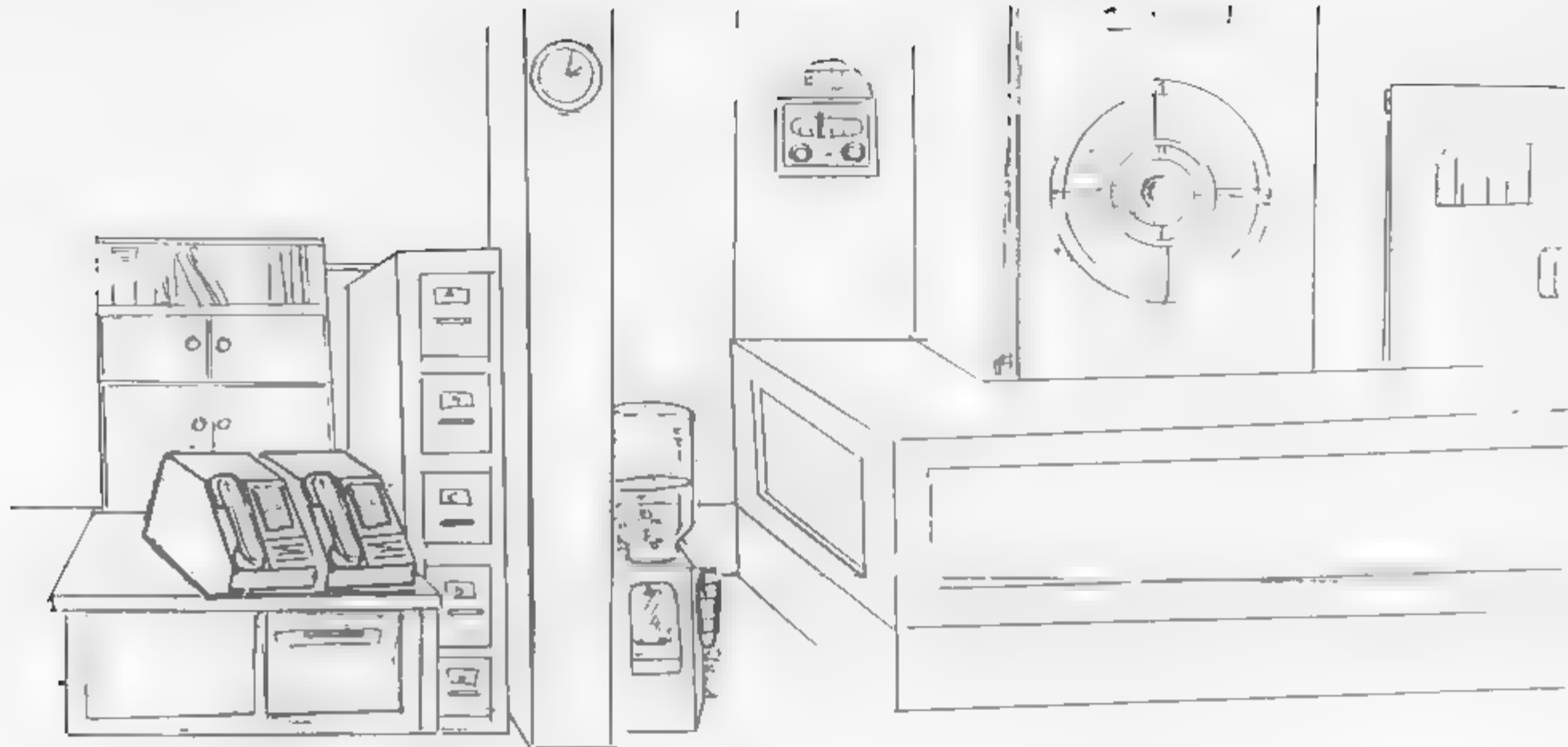




GARAGE / SCREEN11-6 (page two of three)

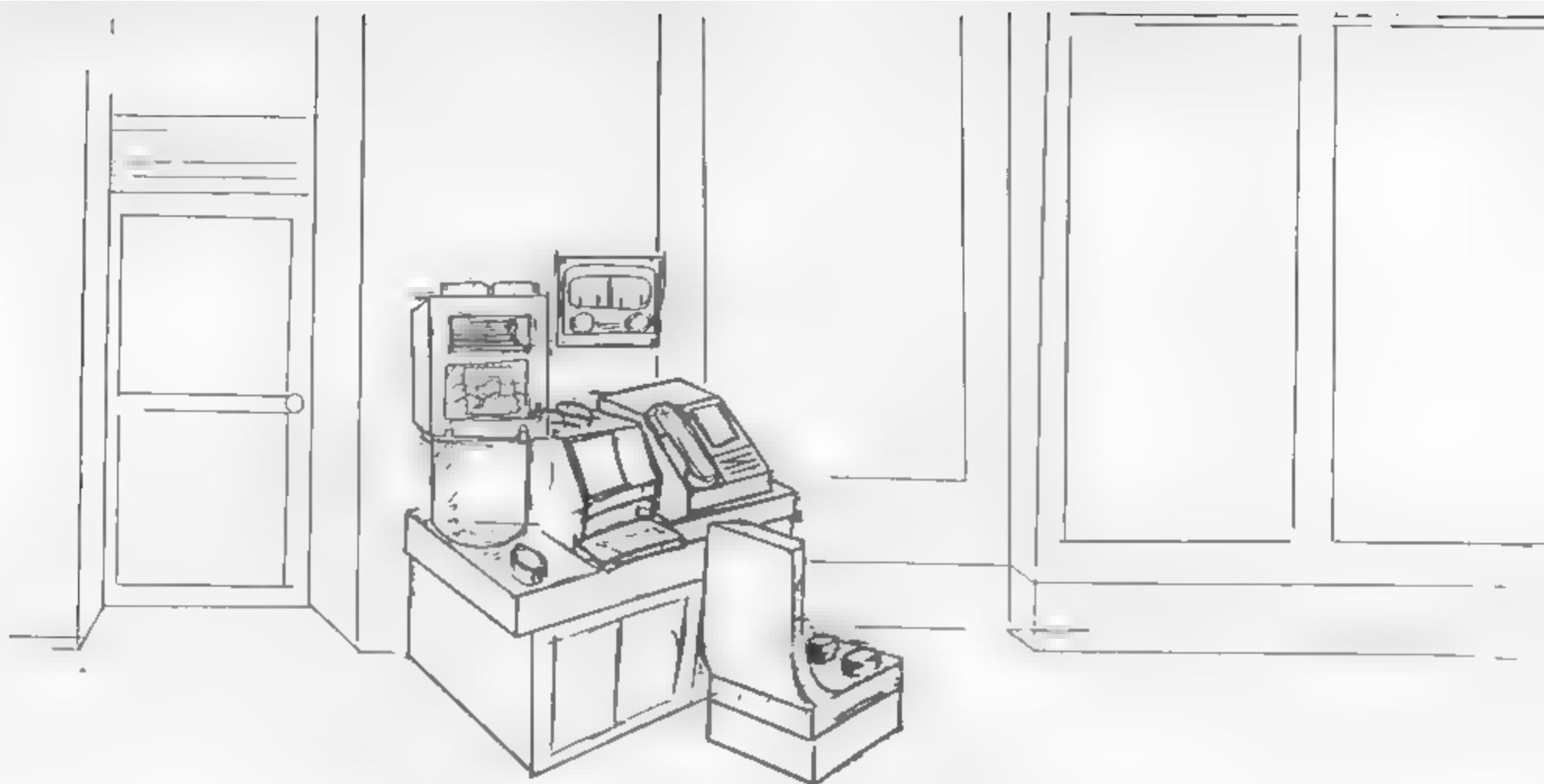


BANK / SCREEN 11-8 (page one of two)/LOBBY

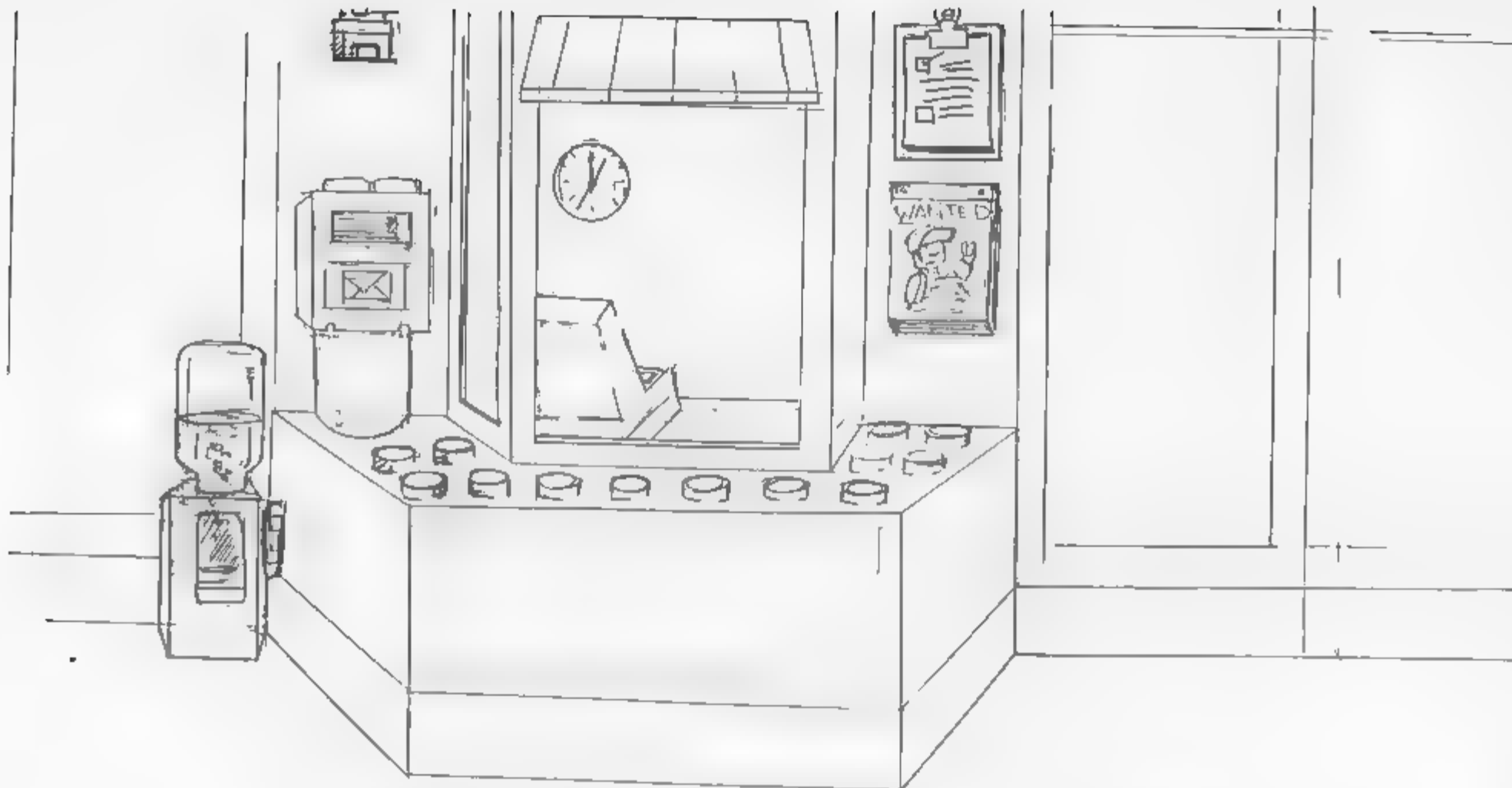


BANK / SCREEN 11-8 (page two of two)/LOBBY

BANK 8' x 11'

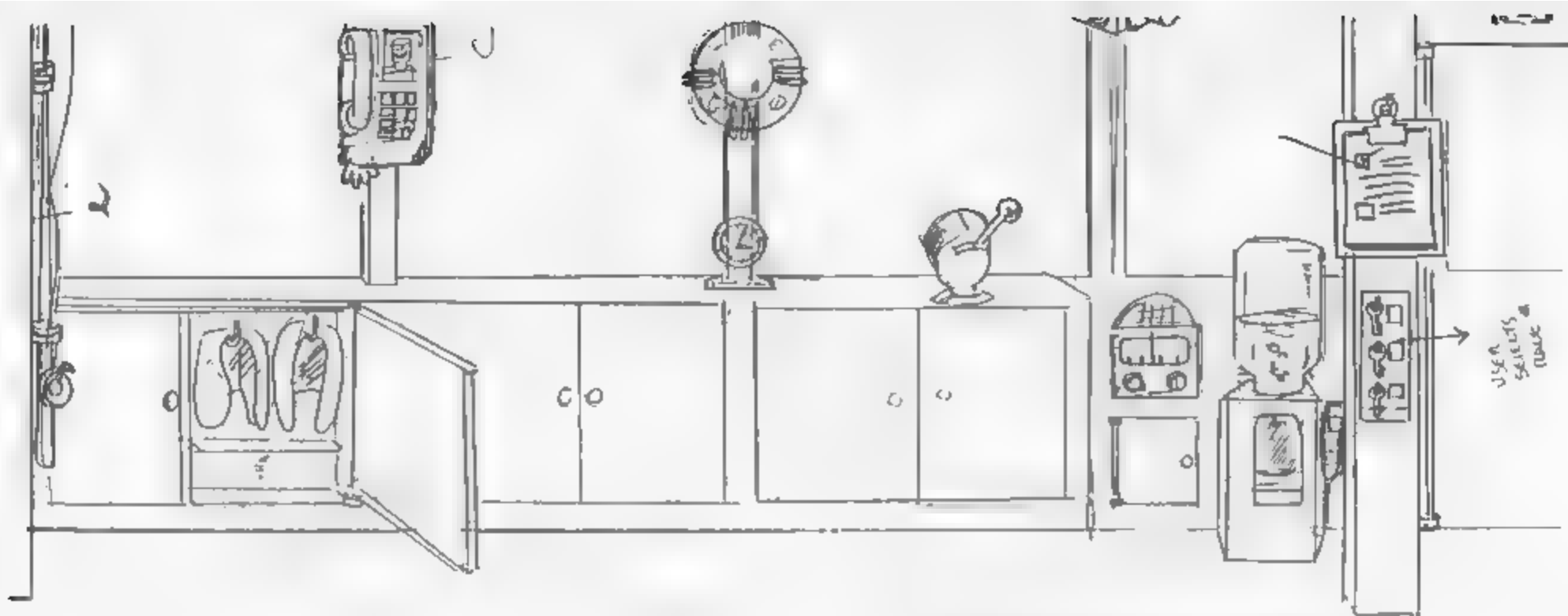


POST OFFICE / SCREEN 11-9 (page one of two)



POST OFFICE / SCREEN 11-9 (page two of two)

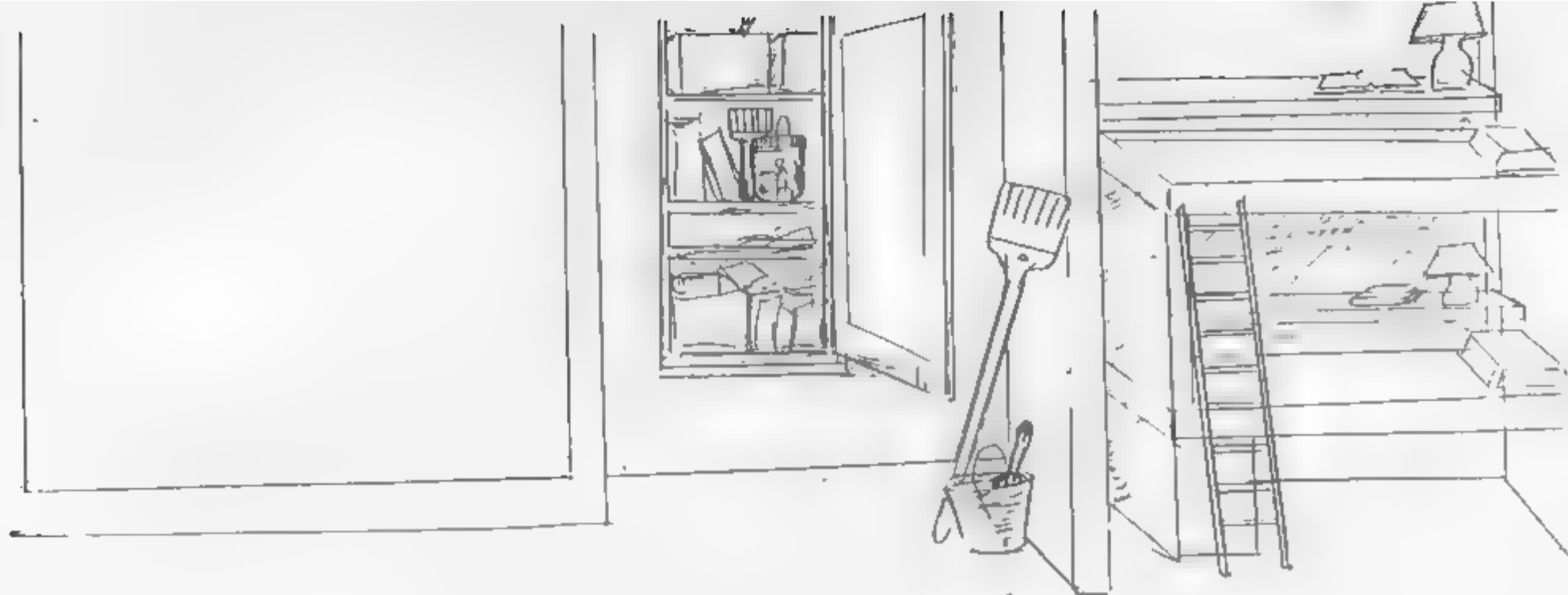
PCST
OFFICE (B's c.c.d.)



BEACH

This is the interior of the beach building
screen 11-5.

The water has an area for free-form
Once a user crosses a buoy the race
begins. announced by the judge on shore
the user competes against others or the clock
around the Island, over jumps between obstacles
and through shark infested waters.

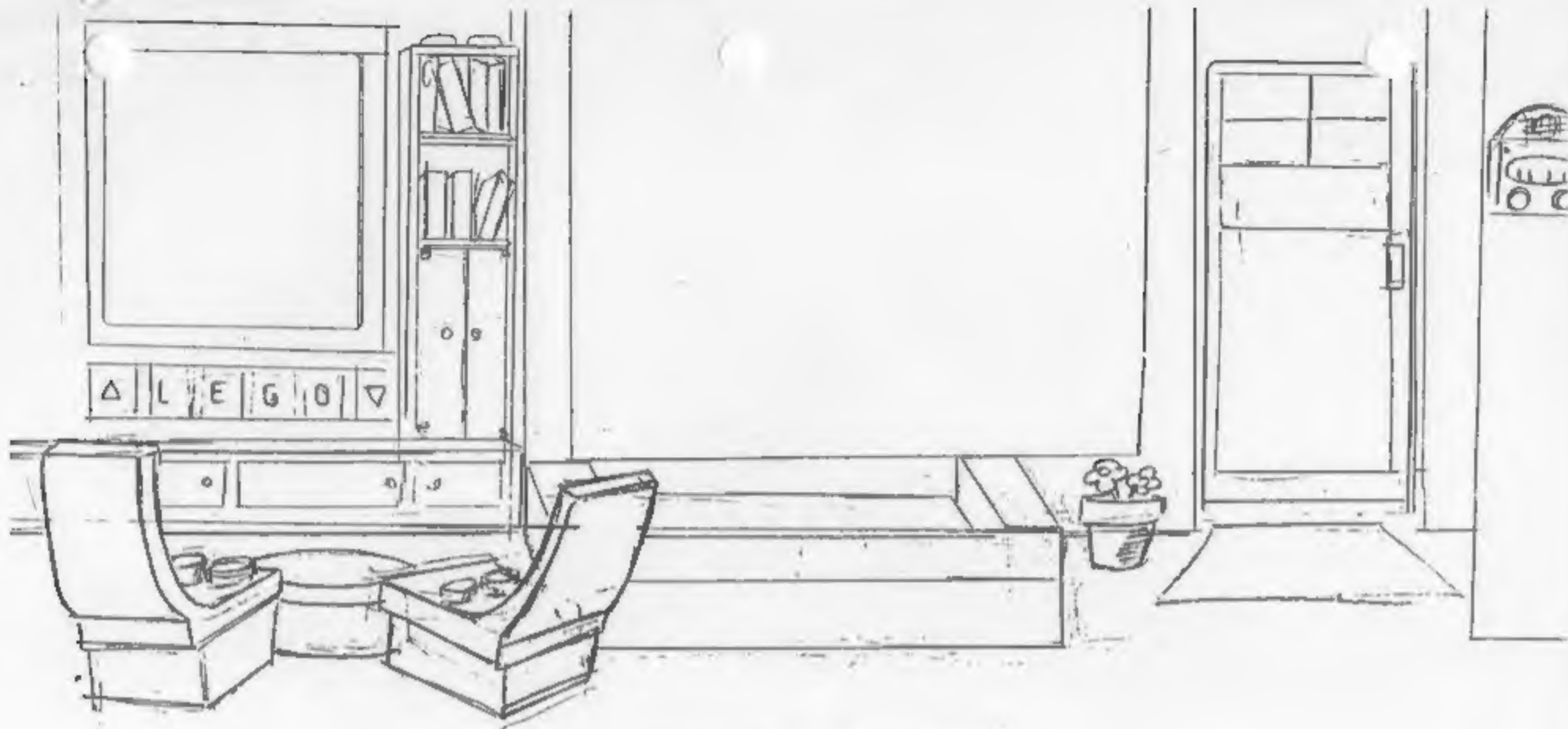


HOME / SCREEN 11- 10 (page one of three)

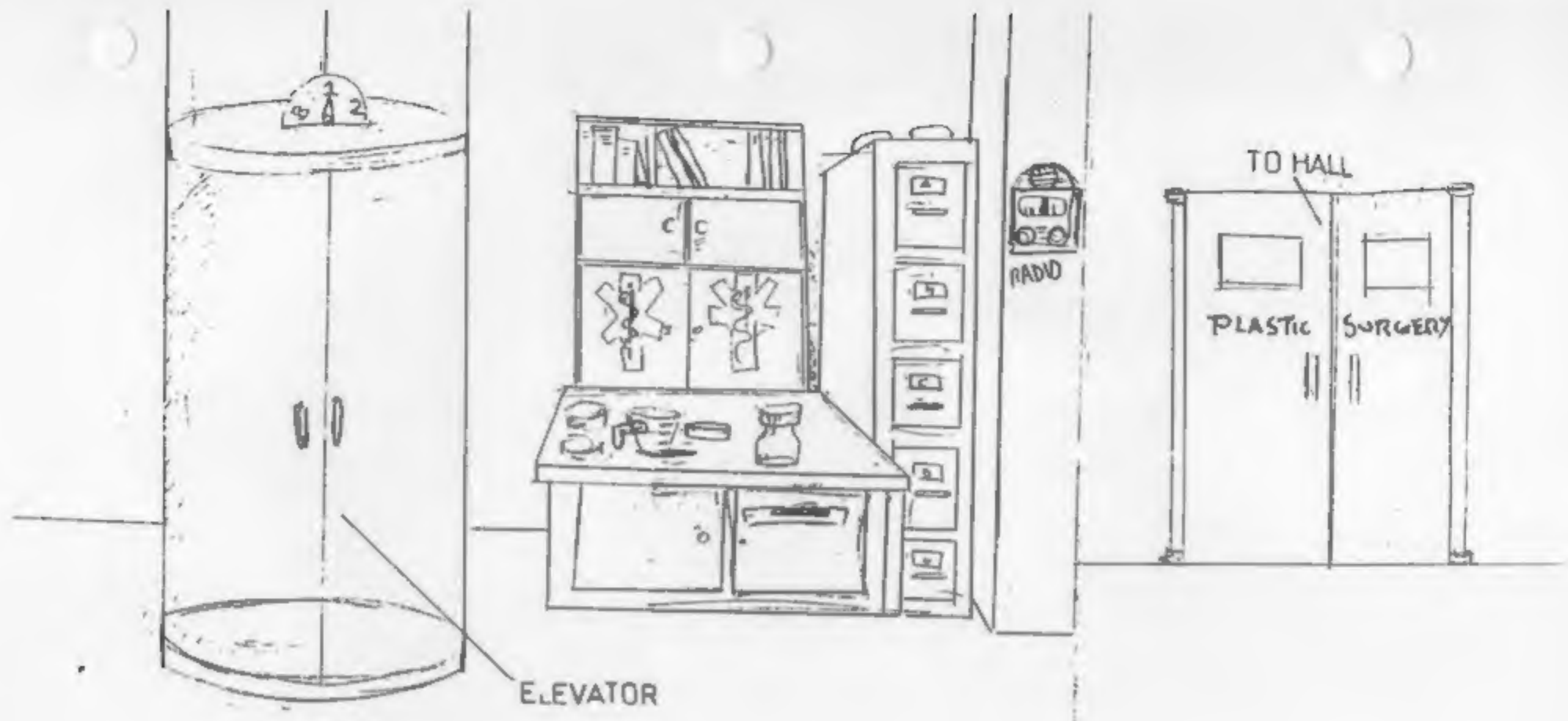
RESIDENTIAL



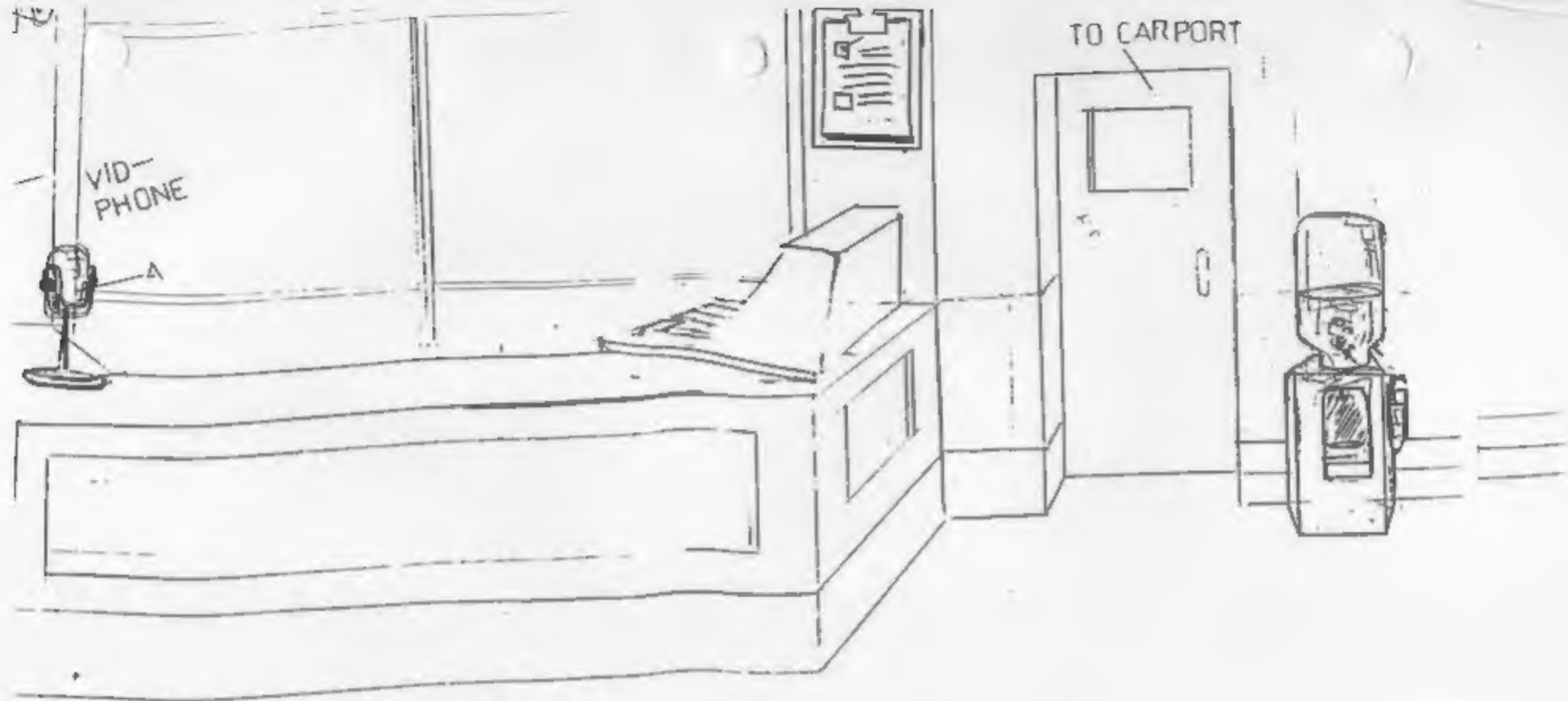
HOME / SCREEN 11- 10 (page two of three)



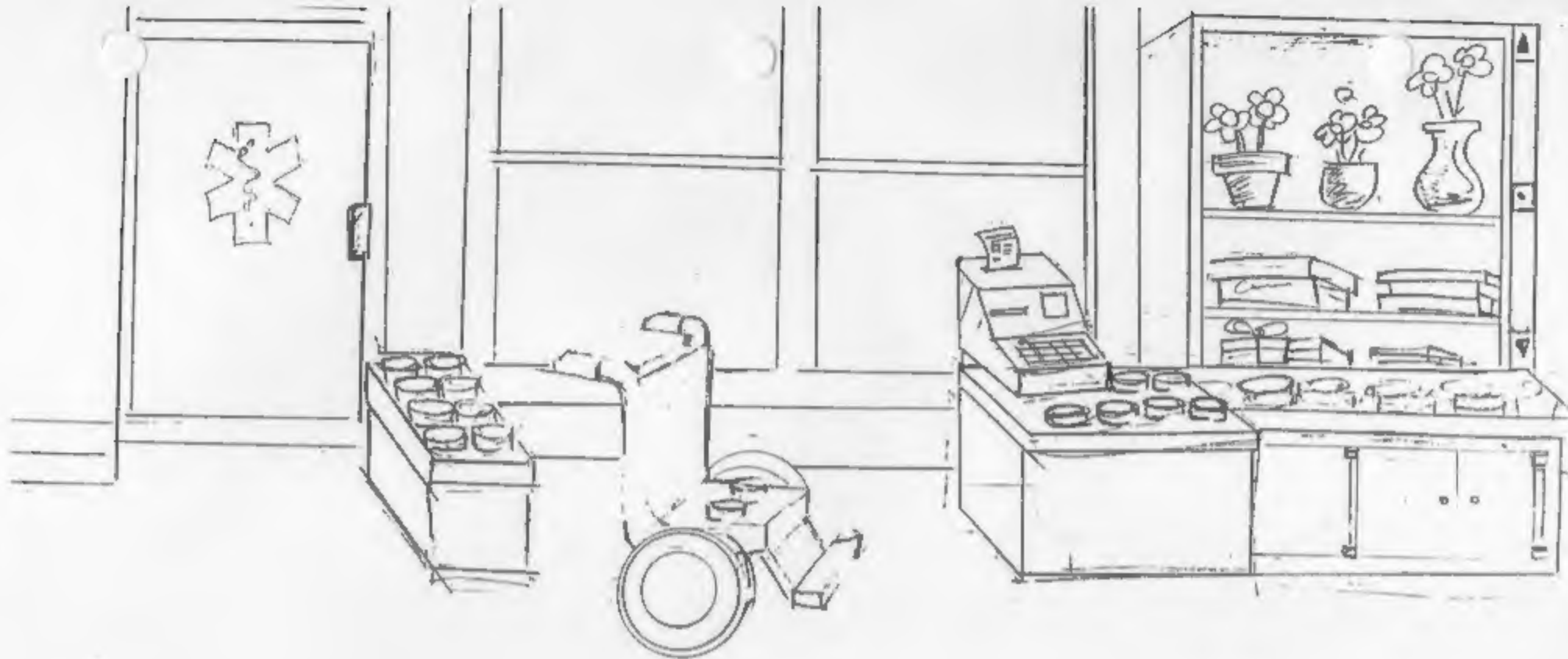
HOME / SCREEN 11- 10 (page three of three)



HOSPITAL 11-7



HOSPITAL
11-7



HOSPITAL
11-7



B' SCEN